Subject: Emitter Names

Posted by Spyder on Thu, 24 Jul 2008 10:13:15 GMT

View Forum Message <> Reply to Message

Can anybody give me the names of the following emitters:

- Mobile Artillery Rocket Trail
- Mobile Rocket Launcher System Rocket Trail
- Grenade/Rocket Launcher Trail
- Medium/Light Tank Rocket Trail

Subject: Re: Emitter Names

Posted by saberhawk on Thu, 24 Jul 2008 10:29:17 GMT

View Forum Message <> Reply to Message

Nero wrote on Thu, 24 July 2008 05:13Can anybody give me the names of the following emitters:

- Mobile Artillery Rocket Trail
- Mobile Rocket Launcher System Rocket Trail
- Grenade/Rocket Launcher Trail
- Medium/Light Tank Rocket Trail

How about simply looking in LevelEdit?

Subject: Re: Emitter Names

Posted by Spyder on Thu, 24 Jul 2008 10:33:29 GMT

View Forum Message <> Reply to Message

Looked there, can't find em

Subject: Re: Emitter Names

Posted by saberhawk on Thu, 24 Jul 2008 11:00:25 GMT

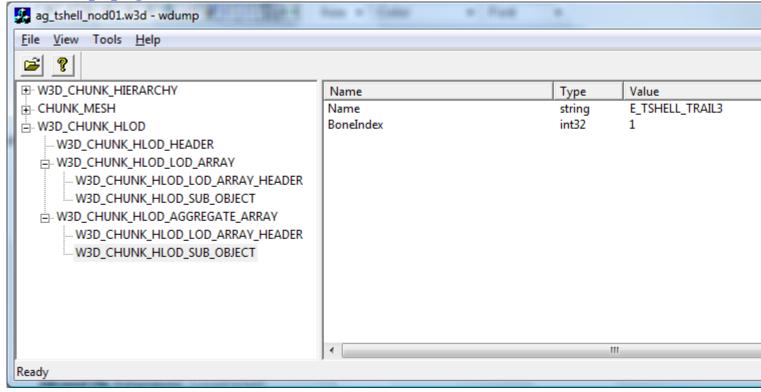
View Forum Message <> Reply to Message

Nero wrote on Thu, 24 July 2008 05:33Looked there, can't find em

My bad, needed to make the explanation a bit longer. The emitters are aggregated onto the projectile model. For the Nod Artillery, this would be in ag_tshell_nod01.w3d. After you extract that file from always.dat, look at it in wdump (comes with LevelEdit in the public tools) and find the emitter name.

File Attachments

1) wdump.png, downloaded 200 times



Subject: Re: Emitter Names

Posted by Spyder on Thu, 24 Jul 2008 11:04:04 GMT

View Forum Message <> Reply to Message

So the 'SUB_OBJECT' is the trail emitter?

Subject: Re: Emitter Names

Posted by saberhawk on Thu, 24 Jul 2008 11:11:13 GMT

View Forum Message <> Reply to Message

Nero wrote on Thu, 24 July 2008 06:04So the 'SUB_OBJECT' is the trail emitter?

Yup, the "SUB_OBJECT" in the aggregates chunk

Subject: Re: Emitter Names

Posted by Spyder on Thu, 24 Jul 2008 11:16:21 GMT

View Forum Message <> Reply to Message

Ok, thanks for the information